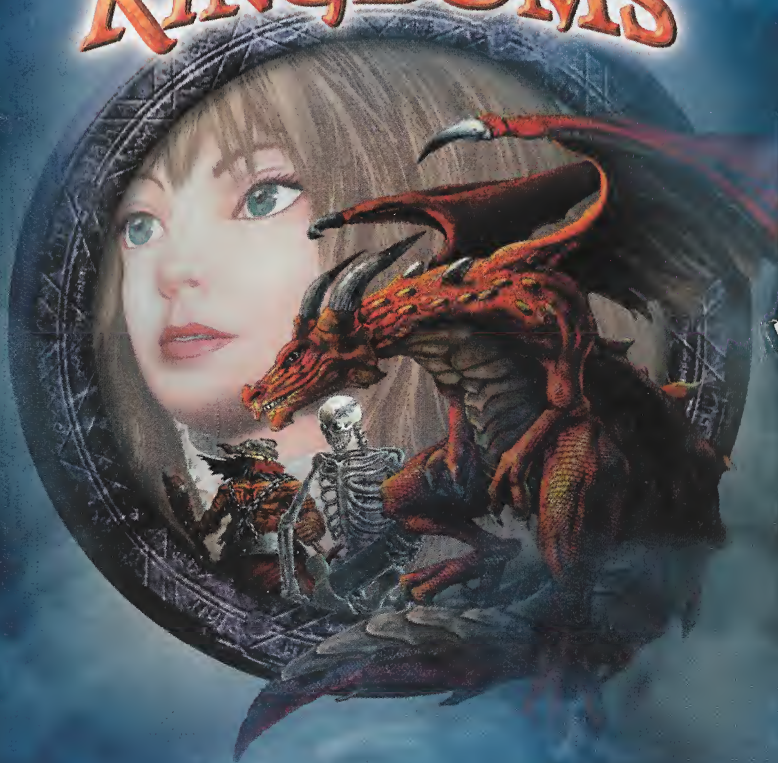


LOST KINGDOMS™



ACTIVISION®

INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
COMIC MISCHIEF
VIOLENCE

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Prologue	2
Cast of Characters	3
Getting Started	4
Options	5
Game Basics	6
Game Controls	7
The Game Screen	8
Battle Mode	10
World Map Screen	21
The Deck	23
System	26
Apothecary	27
Fairies	29
Fairy House	30
Two Player Mode	30
Hints & Tips	34
Credits	35
Customer Support	37
Software License Agreement	39



PROLOGUE

The disappearance of a small forest was the first sign of approaching evil.

One morning, villagers awoke to find a solid wall of fog where the forest should have been. The brave few that ventured into the pitch-black mist were never heard from again...

The next day, the swirling mists swallowed up the lake. It was not long before an impenetrable wall of the blackest fog enshrouded the village itself in perpetual darkness.

And the black fog wasn't finished yet...

By ancient covenant, the Five Kingdoms had forbidden all alliances between kingdoms. Now they were forced to abandon their centuries-long isolation. The Five Kings met, for the first time, in a council of war. But no one, king or peasant, could offer a plan to defeat the fog.

Terrifying rumors spread throughout the land. People whispered tales of an ageless evil reawakened...

CAST OF CHARACTERS



Katia

The heir to the crown of Alanjeh, Katia is alone in the castle when the Black Fog strikes. Armed only with the mysterious, glowing Runestone and a tattered bundle of cards, Katia is about to begin a journey that will determine the fate of a world.

King Feobane

Feobane is the King of Alanjeh, father of our heroine. His wise and intelligent leadership has brought prosperity to the kingdom and its people. Accompanied by his most trusted knights, King Feobane has set out to discover the truth behind the Black Fog.



Gurd

An old woman who runs a peculiar apothecary near the border of Alanjeh, Gurd's strange appearance and gruff personality have led her neighbors to shun her, but she doesn't seem to care.

GETTING STARTED

Insert the Nintendo GameCube™ Game Disc into the Nintendo GameCube™, close the Disc Cover, and push the POWER Button. When the title screen appears, press START/PAUSE.

New Game

Start a game from the beginning.

Load Game

Start playing from where you left off on a previous session. Requires a Nintendo GameCube™ Memory Card with saved game data.



Options

Configure the sound, Rumble Feature, Nintendo GameCube™ Controller setups, etc.

Two Player

Play head-to-head against a friend. Requires a second Controller.

*To save a game in progress, you will need a Memory Card with at least 1 file and 2 blocks of memory. See page 26 for more information.

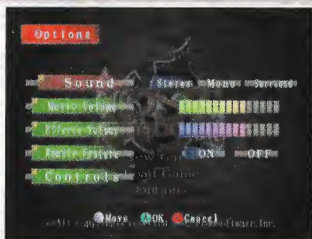
NOTE: When copying game data from one Memory Card to another using the Nintendo GameCube™ Memory Card Screen, the destination Memory Card must have an empty file at the same position as the data file you are copying from, or the copy will fail. To save to a different position, copy the game data from within the game. Load the game data to be copied, select Save Game, and specify the second Memory Card as the save destination.

OPTIONS

Select Options from the in-game menus to configure the game settings.

Sound

Controls audio output; choose between Stereo, Mono, and Surround. The default setting is based on the Nintendo GameCube™ Options Screen.



Music Volume

Controls the volume of the background music. Move the Control Stick to the left and right to adjust the volume.

Effects Volume

Controls the volume setting for special effects. Move the Control Stick to the left and right to adjust the volume.

Rumble Feature

Turns Controller Rumble Feature on and off.

Controls

Allows you to choose how the Controller functions in Battle Mode. See Battle Mode, page 10. There are three Controller sets to choose from. Move the Control Stick left or right to change sets. Press the B Button when finished.

**This game features Surround Sound audio. To play the game with Surround Sound audio, connect the Analog A/V Output on the Nintendo GameCube™ to the audio inputs on your Pro Logic™ or Pro Logic™ II amplifier. Confirm that Pro Logic™ or Pro Logic™ II mode is enabled on your amplifier. Finally, set the sound option to Surround from the Options menu.*

GAME BASICS

Entering Your Name

When you start a new game, the first thing to do is enter the name you want to use for your character. Use the Control Stick to highlight letters and numbers, then press the A Button to use that character. Select Delete or press the B Button to delete one character. Select Done when you have finished.

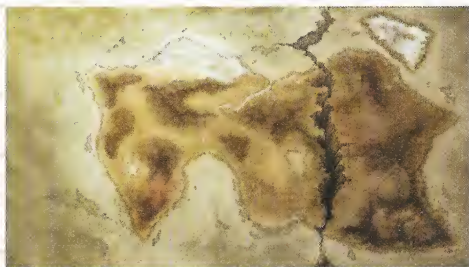


Goal of the Game

You are Princess Katia, explorer and master of Guardian Creatures. Your mission is to solve the mystery of the Black Fog and the evil power that lurks behind it.

Advancing the Story

The story develops as you play. As you clear one mission, another will become available. Every mission has different success conditions that must be met before you can advance to the next part of the story.



GAME CONTROLS

Controller Settings for Set 1

L Button

Hold down and press the A, B, X, or Y Button to execute a Capture Throw. See Capture Throw, page 17.

R Button

Hold down and press the A, B, X, or Y Button to throw away a card. See Battle Mode, page 10.

Z Button

This button is not used in this Controller set.

A, B, X & Y Buttons

Battle Mode Only:
Use Card Activates card whose on-screen location corresponds to button position.

Menus and Dialogs:
A Button: Confirm/Execute
B Button: Cancel

* The default Controller set is Set 1.

Control Stick / + Control Pad

Moves your character. The direction depends on screen orientation.

START/PAUSE

Open Menu
See World Map Menu, page 22.

* There are two other Controller sets in addition to this one. See Controls, page 5.

* During game play, you can return to the title screen by pressing and holding START/PAUSE and the B and X Buttons. This executes a soft reset.

C Stick

Camera Angle and Zoom
(Two levels of zoom in Battle Mode, three in other modes.)



THE GAME SCREEN

Battle Mode

Magic Stone Gauge

Indicates the number of Magic Stones you're carrying. As you advance, you will be able to carry more Magic Stones.

Hit Point (HP) Gauge

Displays your current health status.

Hit Point (HP)

Current HP/Max HP

Enemy Monsters

Each enemy has its own status display. Current HP/Max HP

Attribute



Card Preview

Shows the next card you will receive in your hand. As soon as one of the cards in your hand is used up, this card will automatically move to your hand.

Active Cards (Hand)

Shows the cards currently available for use. The position of the cards corresponds to the buttons on your Controller. Cards are colored according to their attributes. See Card Attributes, page 14.

Exploration Mode

Local Map

A small map centered on your current position.



Changing Views

Camera settings can be changed at any time while you're on a mission by using the C Stick. Move the C Stick up and down to zoom in and out. Two levels of zoom are available in Battle Mode, three in



Exploration and Map Modes. Moving the C Stick to the right and left rotates the viewing angle by 90°. A little skill with the camera settings can often help you find hidden treasure chests and fairies.

BATTLE MODE

If you encounter a monster while exploring, the game will switch to Battle Mode. Avoid being hit, and use your cards to defeat enemy monsters. The only way to defeat a monster is by using cards. Efficient, effective card use is essential, because the number of cards you can carry is limited.



Using Cards

Use Card A/B/X/Y Buttons

* When using Controller Set 1

To use a card, press the control button corresponding to the on-screen position of the desired card. Use your cards carefully: some cards will only be effective if they are activated within a certain distance of a monster. Others require you to be pointing at the enemy when activated, or they will expend their attack on empty space.

Discarding Unwanted Cards

Throw Away Card R + A/B/X/Y Buttons

* When using Controller Set 1

You can discard an unwanted card by holding down the R Button, then pressing the button corresponding to the card you want to dump. Discarded cards will return to your deck when the battle is over.

Using Up a Card

Once a card has been used in battle, it cannot be used again on the same mission. Used up cards will be available for subsequent missions.

Magic Stones

Magic Stones will appear when you damage an enemy or destroy a terrain object.

Types of Magic Stones

There are three types of Magic Stones. Each type replenishes your Magic Stone Gauge at a different rate.



Recharges Magic Stone Gauge by 1



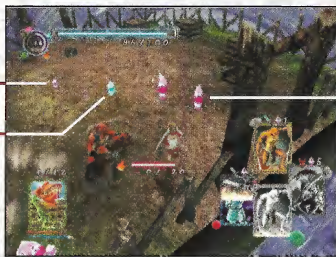
Recharges Magic Stone Gauge by 3



Recharges Magic Stone Gauge by 5

Small
Magic Stone

Medium
Magic Stone



Large
Magic Stone

Picking up Magic Stones both replenishes your magic power, and adds experience points to all the cards currently in your deck. A Small Magic Stone is worth 1 experience point. A Medium Magic Stone is worth 3 experience points. A Large Magic Stone is worth 5 experience points. The number of Magic Stones you collected will be displayed at the end of the battle.

Note: If you run out of Magic Stones, you will lose hit points every time you use a card. If you run out of hit points, that will be the end of your mission, so collect all the Magic Stones you can.

Experience Points

The experience points you collect in battle are added on to the experience point total for the card used to earn them. With the experience points you earn, you can transform old cards into more powerful cards, or make copies.

See Apothecary, pages 27 & 28.

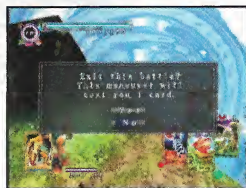


Experience Points for Selected Card

By building up experience points in weaker cards, you will be able to turn them into more powerful cards at the Apothecary.

Avoiding Battle

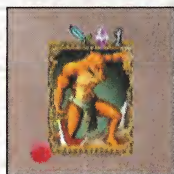
To exit a battle before it's over, run forward against the edge of the battlefield for a few seconds. A dialog window will appear asking if you want to exit the battle. As a penalty for running away, one of your cards will be removed at random from your deck.



Note: Some battles must be fought to the end.

Types of Cards

During battle, each card will display an icon indicating what type of card it is. Cards are divided into three main types, as shown below:



Weapon-type
Creature



Summons-type
Creature



Independent-type
Creature



Although only the above three icon types are shown in battle, on the Deck and Inventory screens creatures are broken down into the following five categories:

Weapon – The monster sealed into the card will launch a single attack using its own particular style of combat. This type of creature disappears after each attack.

Summons – Some of these monsters become one with the player as they execute a single, powerful attack. Others stay near the player, attacking any enemies that approach. The rest of these monsters will replenish hit points, cure special damage conditions, or restore used cards back to a usable condition.

Independent – Acting independently, these creatures will attack enemy monsters until they run out of energy.

Spin – These creatures will continuously circle around the player until they run out of energy, causing damage to any enemies within range.

Trap – These creatures set a trap at the location they were summoned from. Any enemy that approaches will set off the trap.

Card Attributes

Each card has an attribute, such as “wood” or “water.” The chart on the right illustrates the relationships between attribute types. You will have an easier time in battle if you select cards whose attributes give them an attribute advantage over the enemies you expect to face.



Fire. Strongest against Wood creatures
Examples: Red Dragons, Hobgoblins



Water. Strongest against Fire creatures
Examples: Fairies, Dragon Knights



Earth. Strongest against Water creatures
Examples: Skeletons, Sand Golems



Wood. Strongest against Earth creatures
Examples: Mandragoras, Banshees

Examples of Cards

There are many other types of cards besides the ones shown here. You will find more as you explore, so keep looking.



Hobgoblin

Attribute: Fire
Type: Independent

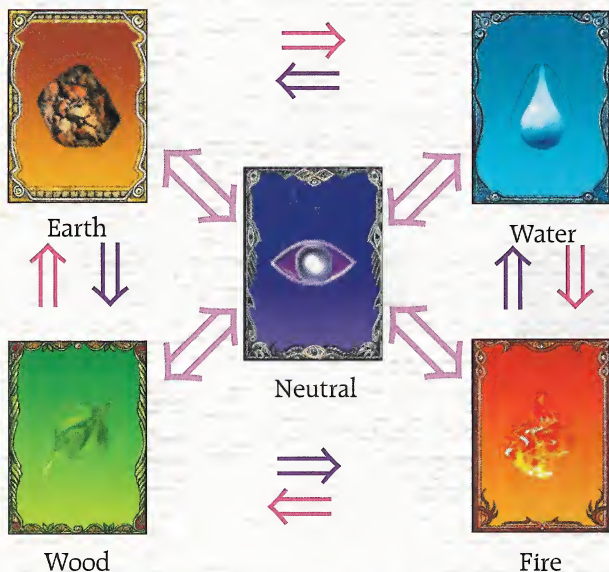


Fairy

Attribute: Water
Type: Summons

Attribute Relationships

⇒ Stronger than ⇒ Weaker than ⇔ Evenly balanced



Lizardman
Attribute: Earth
Type: Weapon



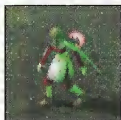
Mandragora
Attribute: Wood
Type: Trap



Necromancer
Attribute: Neutral
Type: Summons

Special Damage Conditions

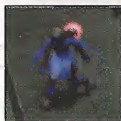
Some enemy monsters can cause special damage conditions in addition to their normal attack. These conditions will affect your character until either you heal yourself, or the effect of the attack wears off on its own. The five types of special damage conditions are:



POIS: Your character has been poisoned and will lose hit points at regular intervals.



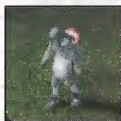
PARA: You have been partially paralyzed. You can still move, but only at a slower rate than normal.



CURS: You have been cursed. Your offensive and defensive power will be lower than normal; you will only be able to use two of the four cards in your hand.



CHRM: An enemy spell has confused you. You will have a harder time differentiating between friend and foe, and it will be harder to control your character's movements.



STON: You have been turned to stone; you will not be able to move until the spell is broken.

Capture Throw

You can “capture” an enemy creature by striking it with one of your cards. If executed properly, this will seal the enemy monster into a card. Each Capture Throw attempt consumes one Magic Stone.



Capture Throw L + A/B/X/Y Buttons

* When using Controller Set 1

To successfully capture an enemy monster, you must deliver the killing blow with a Capture Throw. Each Capture Throw attempt does only a miniscule amount of



damage. You will first have to wear the enemy down with normal attacks, until it is almost out of hit points, then use the Capture Throw. You can improve your chances by throwing cards that are stronger than the enemy you are trying to capture, or which have an attribute that is stronger than the enemy's attribute. Note that some enemies—Boss characters for each level, for example—cannot be captured.

You can control where on the battlefield a card creature will start out by moving the Control Stick while holding down the Use Card button. When you let go of the Use Card button, the card will be thrown to the location you chose. This functionality does not work for Weapons and Summons-type monsters. You can also use this technique when executing Capture Throws. If you can't get near enough to the monster you want to capture, try a long-distance Capture Throw.

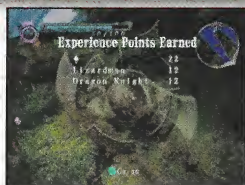


Combat Results

As each battle ends, you will be shown the results of the battle.

■ Enemies Defeated

The name and number of the enemy monsters defeated in the battle.

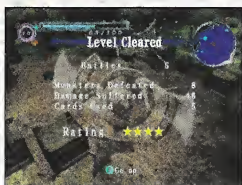


■ Experience Points Earned

Displays the number of Magic Stones acquired during the battle.

■ Card Experience Points

The names of any cards that earned special experience points during the battle will be shown, together with the number of experience points earned.

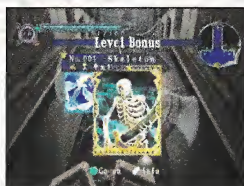


Mission Rating

At the end of each mission, your performance for that mission will be evaluated. Totals will be displayed for the number of monsters defeated, the number of cards used and the amount of damage taken by you during the entire level. Your performance will be rated on a five-star scale (five stars – outstanding; one star – practice required).

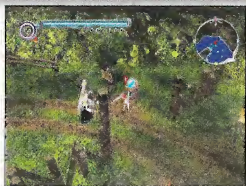
Bonus Card Screen

At the end of each mission, you will be given the chance to choose one or more bonus cards. The number of bonus cards you receive depends on your performance rating. The maximum bonus is three cards.



Deck Points

Each level has at least one Deck Point. A Deck Point appears in the shape of a glowing blue stone on a stand. You can activate a



Deck Point by pressing the A Button while standing near it. Deck Points will recharge your hit points, and allow you to edit your deck of cards.

By choosing Edit Deck, you can add any new cards you found on the

current mission to your deck. Select the cards you wish to add to the deck and press the A Button. The maximum number of cards you can carry in your deck is 30. See Edit Deck, page 23.



Collecting Cards

Each level contains a number of cards hidden in various locations. You can add these cards to your collection by investigating objects while in Exploration Mode.



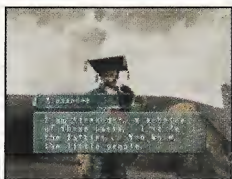
! Icon

This icon will occasionally appear over your character's head while in Exploration Mode. It indicates that there is something at your current location that can be investigated. Press the A Button to interact with the object or person.



Interacting with People

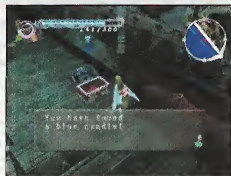
As you explore the Lost Kingdoms world, you will encounter a variety of people. Other characters often have information that can be valuable to you. To talk to another character, move near them, then press the A Button.



Special Items

On occasion, you will find special items in treasure chests and other locations. Such items are only useful for the current mission.

If you abort a mission or die, you will lose any special items you were carrying.

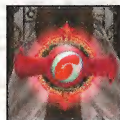


Use the A Button to pick up and use special items.

* Any cards you picked up on a mission before an abort become part of your permanent inventory. You will not be able to collect them a second time if you replay the mission.

Acquiring Runestones

As you progress through the game, you will find additional Runestones. Only certain levels contain Runestones, and you will have to pass a test to acquire each new Runestone.



Experience Levels

Each time you find a new Runestone, you will gain one experience level. As you advance in levels, you receive more hit points and can carry more Magic Stones. Other parameters, such as offensive and defensive power, will also receive a boost.

Replaying a Level

A mission will automatically abort if you let your character's hit points fall to zero. The result is exactly the same as if you had run out of cards and chose to abort the mission yourself.

Before trying the level again, you might want to edit your deck by adding any new cards you may have found on your first attempt to complete the level.



WORLD MAP SCREEN

How to Read the Map



Location Icon

An icon is displayed for each location on the map that you can visit. Move the cursor over an icon to see the location's name. Locations displayed in gray cannot be entered.

Current Deck

The name of the currently selected deck.

Cursor

Move the cursor with the Control Stick. Hold down the X Button for faster scrolling.

** Move the C Stick up and down to zoom in and out of the map.*

Missions and Locations

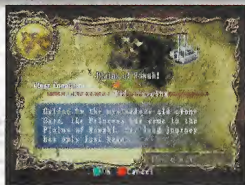
When you move the cursor over a location icon on the world map, the name of the location will be displayed. Press the A Button while the name is visible to bring up a short description of the mission associated with that location, and any victory conditions that must be met. If you have previously completed the mission, your mission rating will be displayed underneath the location name.



** You cannot re-enter a location that you have already cleared.*

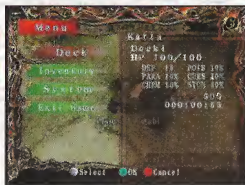
Victory Conditions

Each mission has a specific victory condition or conditions. Only when you have met this condition will the mission be over.



World Map Menu

Press START/PAUSE on the World Map screen to bring up the World Map menu. From here, you can adjust the deck to your liking.



Status Display

Player Name

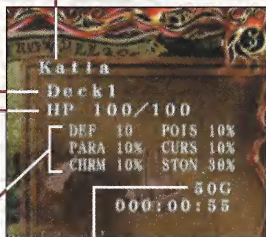
The name you chose for your character.

Deck Name

The name of the currently selected deck.

HP

Your character's current and max hit points.



DEF • POIS • PARA •
CURS • CHRM • STON

Shows your level of resistance to each type of special damage.

Money

The amount of gold pieces you own. This money can be used to buy cards at the Apothecary. See Apothecary, page 27.

THE DECK

Edit Deck

This option lets you add and remove cards from the currently selected deck. The cards on the right are the ones in your deck.

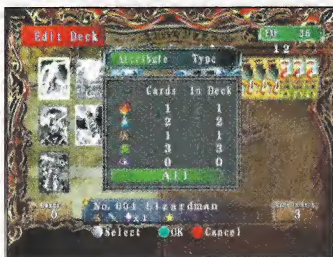
List of Cards Owned

■ Current Deck

To add a card to your deck, highlight a card on the left with the Control Stick, then press the A Button. Press the Y Button to see detailed information about the currently highlighted card. To remove a card from the deck, select it on the right-hand side of the screen, then press the A Button.

■ Sorting the List of Cards

To make the process of selecting cards easier, you can sort the list of cards on the left side of the screen. Press the X Button, then select how you want the cards sorted.



Select Deck

If you have created multiple decks, use this menu option to select which deck to use on the next mission. Highlight the desired deck with the Control Stick, then press the A Button.



Rename Deck

This item lets you choose a new name for the current deck. Use the Control Stick to pick out a letter and press the A Button to add that letter to the deck name. The B Button will delete one character at a time. Select Done when you're finished.

Delete Deck

If you have old decks that are no longer needed, you can delete them with this menu option. Use the Control Stick to select the deck you want to delete, then press the A Button. This only erases the deck, not the cards in the deck.



Note: Once a deck has been deleted, it cannot be restored.

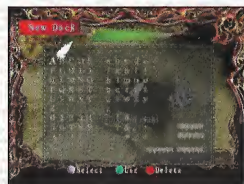
Copy Deck

Duplicates an existing deck. Select the deck you want to copy with the Control Stick, then press the A Button. This function is useful when you want to customize your deck slightly, but still leave your favorite deck as is.



New Deck

Creates a new deck. You will be prompted to enter a name for the new deck. Use the Control Stick to pick out a letter, then press the A Button to add that letter to the deck name. The B Button will delete one character at a time. Select Done when you're finished.



Note: A newly created deck will not have any cards in it.

■ Inventory

Shows which cards you have collected out of the total number available. Cards you have not yet collected are shown face down. Newly acquired cards are displayed with a "NEW" banner across them.



Card Details

To view detailed information on any card, highlight it with the cursor and press the Y Button. The specifications for that card will appear. Use the Control Stick to flip through the four information screens.

Each creature has two sets of data: one for when it is used as a card, and one for when it appears as an enemy monster.

■ Card Specs

- **Rarity:** The more stars, the harder this card is to come by.
- **Icons:** These show the type and attribute for the creature on the card.
- **Stone Req.:** Number of Magic Stones required to use this card.
- **Type:** The creature type, broken down by movement style.
- **Used:** For weapon-type creatures only. Represents how many times the card can be used before drained out.
- **Max HP:** The creature's maximum hit points.
- **Defense:** The creature's defensive ability.
- **Attack name:** The name of the creature's attack(s).
- **Range:** D=Very Close; C=Close; B=Medium; A=Long; S=Very Long Range
- **Offense:** The attack's offensive power.

■ Card Profile

A brief description of the creature as a card.

■ Monster Specs

- **Attribute:** The creature's attribute.
- **Max HP:** The creature's maximum hit points.
- **Defense:** The creature's defensive ability.
- **Attack name:** The name(s) of the creature's style of attack.
- **Range:** D=Very Close; C=Close; B=Medium; A=Long; S=Very Long Range
- **Offense:** The offensive power of the creature's attack.

■ Monster Profile

A brief description of the creature as an enemy monster.

SYSTEM

Save

The Save function is only available from the World Map menu. You cannot save game data while on a mission.

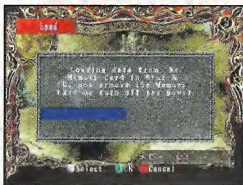
To save a game, first check that there is a Memory Card in the Nintendo GameCube™. Select Memory Card Slot A or Memory Card Slot B, highlight the file number you want to save to, and press the A Button.

When saving a game for the first time, try to select an empty Memory Card file. One Memory Card can hold a maximum of eight Lost Kingdom's saved games.



Load

To continue a game started in a previous gaming session, select Load. When prompted, select the Memory Card Slot containing the Memory Card with your saved game data. From the file list, select the specific game you want to continue playing and press the A Button.



CAUTION: Never insert or remove a Memory Card while loading or saving game data. Doing so could result in game data becoming corrupted.

For information on deleting files and initializing Memory Cards, please see the Users Manual that came with your Nintendo GameCube™.

Options

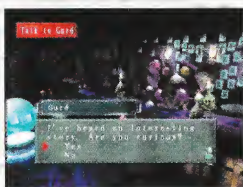
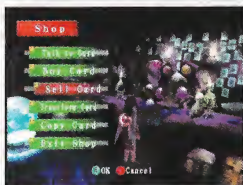
Three types of Controller setups are available for you to choose from. By default, Set 1 is activated.

Exit Game

Brings you back to the title screen. Any unsaved game data will be lost.

APOTHECARY

At a certain point in the game, you will come across the Apothecary. Here, you can buy and sell cards, make duplicates, and transform one card into another. You can earn the gold you need to buy cards by selling cards you acquired in battle or found in treasure chests.

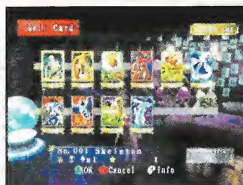


Talk to Gurd

Gurd, the owner of the shop, is an excellent source of advice and information. Gurd knows everything that happens in Argwyll, so it might be worth your while to hear what she has to say.

Buy Card

This will bring up a list of cards, complete with prices. The selection of cards available for purchase varies depending on how far along you are on your adventure.

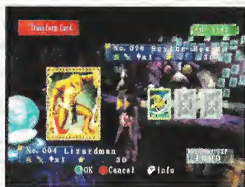


Sell Card

This brings up a list of all the cards in your possession, together with what Gurd will pay for them. Remember that you still need cards for combat, so be careful not to sell too many.

Transform Card

Cards that have accrued enough experience points can be transformed into other, more powerful, cards. You will be shown a list of the cards in your possession that can be transformed. From this list, select the card to be transformed.



Once you have selected a card, a list of possible transformations will appear. If one or more of these cards are face down, it means your card does not have enough experience points to be transformed into that card.

** If a card has been previously displayed, you will be able to see its artwork, but it will be grayed out if your card does not have enough experience points.*

Select the type of card you want to transform your current card into. After confirming your choice, Gurd will enable the transformation.



Copy Card



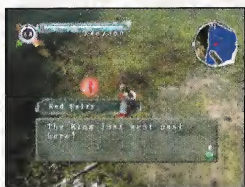
If you want to make copies of one of your existing cards, select Copy Card. From your card inventory, select the card you want to copy. Just as with card transformation, a certain number of experience points are required to copy a card.

Exit Shop

Leave the shop and return to the world map.

FAIRIES

You will encounter two types of fairies: red fairies and blue fairies. Red fairies often have important information that can help you complete your mission. Blue fairies are harder to catch, but if caught, they can restore lost hit points or return used cards to your deck. Be careful, though, because some blue fairies are really enemy monsters in disguise!



About Fairies

Fairies are magical creatures native to Argwyll. They are born from the slivers of the human heart that break off when someone forgets what it is to love. When new to the world, fairies are ethereal beings that will disappear if touched. As they grow older, they change from blue to red in color, and take on solid form.



Blue Fairy Cures



Card – One card is selected at random from among your used up cards, and returned to your deck where it can be used again.



Magic Stone – Restores your magic power to its maximum level.



Heart – Heals you an amount equal to 10% of your maximum hit point total.

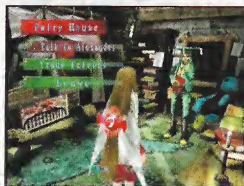
Alexander

Alexander is a young scholar dedicated to the study of fairies. Obsessed with the mysterious creatures, he will travel anywhere, even dangerous places, to have a chance to converse with fairies. He has converted his home near Blessoon into a haven for fairies.



FAIRY HOUSE

At a certain point in the story you will find Fairy House, a fairy research center. Here, you will be able to trade in any fairies you have collected in your travels.



Talk to Alexander

Pick up information on fairies from Alexander.

Trade Fairies

Alexander will trade you magic cards for the red fairies that you bring him.

Note: Alexander only collects RED fairies.

Leave

Exit the fairy research center and return to the world map.

TWO PLAYER MODE

This mode lets you go head-to-head with a friend, using the saved game data from Story mode.

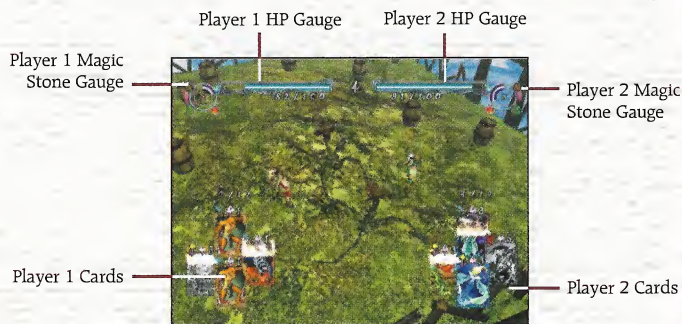
Note: Once you have loaded game data, do not remove the Memory Card until you have exited Two Player mode.

Two Player Mode Rules

- Fight by summoning creatures from your cards, just as in Story mode.
- The first player that runs out of hit points loses.
- If time runs out without a knockout, the player with the most hit points wins.

- If the time limit is set to off or infinity and both players run out of cards, the game must be aborted.
- Before combat, you can bet one or more of your cards. The player that wins the battle gets the card(s) the other player bet.

Note: You cannot bet cards when both players are using the same saved game data.



Titles

You will be assigned a title based on the percentage of cards your character has collected in the One Player Mode, and your winning percentage in the Two Player Mode. This title is displayed under your character name whilst saving or loading. The starting title is "Princess," but you can earn different titles as you collect more cards and improve your Two Player winning percentage.

P1/P2 Settings

Before combat, players can customize a number of settings.

■ Deck Settings

Just as in Story mode, you can select the deck you wish to use, and then customize that deck to your liking.

■ Character Color

You can select one of four colors for your character: red, blue, green, and yellow. Players 1 & 2 can both select the same color.

Saving Data

Lets you save the current state of each player's character. During battle, autosave will be on, so please do not remove the Memory Card from the Nintendo GameCube™.

Loading Data

Select the saved game data that contains your player's data.

Bet

Select the card or cards you want to bet on the upcoming round of fighting. The maximum bet for one fight is three cards. Use the A Button to choose the cards.

Note: Betting will be disabled if both players are sharing the same saved game data.

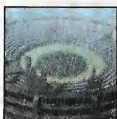
Choose Map

Lets you choose the environment you will fight in. Move the Control Stick right and left to select a location, then press the A Button to confirm your choice. Each location has different characteristics.



The Plains of Rowahl

Once a busy trade route, this grassy area has been left to the hobgoblins. As a playing field, it offers an unobstructed view.



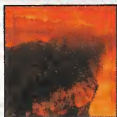
The Coliseum

Many ancient warriors spilled their blood in the sand of this fighting arena. There is nothing to hide behind in this location.



The Bridge of Sarvan

An ancient bridge. The narrow confines of the bridge limit movement.



Mt. Jarndunn

The heart of a fiery volcano. Natural hazards add extra danger.



Rhos-Ami Burial Grounds

The burial grounds of the kings of Alanjeh. Obstacles are plentiful.

Rules

Allows you to customize the settings that control how the battle is fought. The player that activated the Rules menu item will have control of the screen. Use the Control Stick to select and modify the settings.



Time Limit

Sets a time limit for each fight. The timer can be set to 60, 180, or 300 seconds; or turned off completely.

Loop Decks

Determines whether or not used cards will be recycled if you run through your entire deck of cards. The default setting for deck looping is OFF.

Fair Play

The Fair Play rule will disable the use of certain cards. Turning it on will bring up a list of the cards that cannot be used. If this rule is activated, any illegal cards in your deck will automatically be removed prior to the start of combat.

P1/P2 Level

Lets you set the level of each player. Since this determines how many hit points a player has at the start of combat, it can be used to set handicaps for more experienced players. The level setting goes from one to five, with five being the highest level.

HINTS & TIPS

I'm always running out of cards.

Work at finding all the cards in all the treasure chests. Perfect your Capture Throw technique, and use it often. When you find a Deck Point, add in any new cards you found on that level: doing so effectively increases the maximum number of cards you can use on one mission.

I can't get the Capture Throw to work.

If you are missing with your throws, hold down the Capture Throw button and aim with the Control Stick. That lets you control where the card goes. Try that technique on your next Capture Throw attempt.

I can't seem to build up a stronger deck.

Use the Apothecary to buy new cards and transform old ones into more powerful ones. Experience points are very important. If you are having trouble earning experience points for your cards, you can build up extra experience points by playing a mission part-way through one or more times, then aborting it before completion.

I can't find all the cards.

Some cards can only be found on particular missions. Some cards can only be purchased from the Apothecary. Keep looking!

I can't get past this one point...

If your card attributes don't match up well with the enemy, or if the fighting style of your cards doesn't work against a particular type of monster, you could be in for a tough fight. Try editing your deck from the World Map screen, using a different balance of attributes and fighting styles. You never know—that card you always ignored could be just what you need.

Tip 1 With some fancy maneuvering, it is possible for Katia to attack multiple enemies at once with a single attack. Wait until the enemies are close together before attacking.

Tip 2 Destroying landscape objects during a battle can open up new paths and even uncover hidden cards.

Tip 3 Check as many objects around the Lands as you can, many have hidden treasures.

CREDITS

FROMSOFTWARE

Producer

Atsushi Taniguchi

CS Development

Program Section

Main Programmer

Masaaki Sakamoto

Programmers

Yasuo Daigo

Yasushi Umehara

Nakaba Mizutani

Tatsuyuki Sato

Kiwamu Takahashi

Yoshitaka Suzuki

Hiroshi Takada

3D Section

Main 3D Modeling Designer

Norimasa Kawano

3D Modeling Designers

Futoshi Kajita

Ryo Yamagishi

Ikuko Matsui

Mitsuhiro Okamura

Nozomi Shiba

2D Section

Main 2D Graphic Designer

Makoto Sato

2D Graphic Designers

Sosuke Kido

Naomi Fujikawa

Atsushi Numata

Fusayuki Watariguchi

Yuki Ichinomiya

Nozomu Iwai

Planning Section

Planners

Naoki Matsuo

Naotake Aboshi

Takeyuki Kitazaki

Yuki Yamagishi

Toshifumi Nabeshima

Production

Sound Section

Main Sound Creator

Kota Hoshino

Sound Creators

Yuji Kanda

Yukinori Takada

Tsukasa Saito

Yuki Ichiki

Design Section

Main Designer

Takashi Kojo

Designers

Eri Ogawa

Jyunko Harada

Shinsaku Matsuoka

Kazutaka Miura

Tomoko Fuwa

CG Section

CG Designers

Shinji Nagano

Manabu Himukai

Koji Nagata

Business Affairs

Tatsuya Kawate

Hiroyasu Sugiyama

Chieko Tsurunaga

Publicity

Toshio Shimada

Minako Goto

Noriko Ozaki

Yoshiko Kurusu

Hiroyuki Kani

Business Staff

Hiroyuki Goto

Yoshinori Komatsu

Suminobu Sato

Tomohiro Shimokawa

Supervisor

Naotoshi Zin

ACTIVISION

Studio X Japan

Senior Associate Producer
Tony Byus

Production Coordinator
Ryosuke Oda

Production Coordinator (LA)
Juan Valdez

Senior Producer
Jeff Matsushita

Japanese to English Translation

Micah Bly
Akikaza Media Services
<http://www.akikaze.com>

Quality Assurance

QA Project Lead
Frank So

QA Senior Project Lead
Adam Hartsfield

*QA Manager,
Console Testing*
Joe Favazza

QA Manager, Night Shift
Jeremy Gage

Floor Lead
Dustin Thomas

Game Testers
Matthew Mitchell
Kerry Marshall
Todd Amann
Michael Wesby
Eric Zimmerman
Chris Defarkas

QA Special Thanks
Jim Summers
Jason Wong
Tim Vanlaw
Nadine Theuzillot
Sam Nouriani
Ed Clune
Ben DeGuzman
Kragen Lum
Indra Gunawan
Willie Bolton

Chad Siedhoff
Jennifer Vitiello
Nicholas Favazza

Customer Support

Customer Support Manager
Bob McPherson

*CS Escalation and
Information Lead*
Rob Lim

CS Phone Lead
Gary Bolduc

CS Email Lead
Mike Hill

Activision Studios

*Executive VP,
Worldwide Studios*
Larry Goldberg

*Senior Director,
Studio X Japan*
Takehisa Abe

*Senior Acquisitions
Manager*
David Grijns

*Sr. Director, Business
and Legal Affairs*
Michael Hand

Marketing and PR

*Executive VP, Worldwide
Publishing*
Kathy Vrabeck

*Vice President,
Global Brand Management*
Dusty Welch

Brand Manager
Brad Carraway

*Vice President, Corporate
Communications*
Maryanne Lataif

*Director, Corporate
Communications*
Michelle Nino

Creative Services

VP, Creative Services
Denise Walsh

Manager, Creative Services
Jill Barry

Studio Europe

*Senior Vice President
European Publishing*
Scott Dodkins

Head of Publishing Services
Nathalie Ranson

Creative Services Manager
Jackie Sutton

*Senior Localization Project
Manager*
Tamsin Lucas

Marketing Manager UK/ROE
Carolyn London

Marketing Manager France
Guillaume Lairan

Brand Manager France
Gautier Ormancey

*Marketing Manager
Germany*
Stefan Luludes

Brand Manager Germany
Stefan Seidel

*Junior Brand Manager
Germany*
Thomas Schmitt

Brand Manager Australia
Leigh Glover

Studio X Japan Special Thanks

Pat Dwyer
Tad Horie
Austin Keys
Haruyoshi Sawatari
Yuriko Fujisawa
Isuzu Kishi

Packaging Design

IGNITED MINDS, LLC

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

You've Got The Game Now Get The Guide

LOST KINGDOMS™

PRIMA'S OFFICIAL STRATEGY GUIDE



- 🔥 Creature stats and descriptions
- 🔥 Detailed maps and walkthroughs of each world
- 🔥 Tips on all side quests
- 🔥 Strategies for 2-player versus mode
- 🔥 Complete card statistics and strategies
- 🔥 Hints on finding all 105 cards

© 2002 FromSoftware, Inc. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Lost Kingdoms is a trademark of Activision, Inc. and its affiliates. All Rights Reserved.

ACTIVISION®



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

primagames.com®

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disk(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per CD replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

ACTIVISION®

FROM SOFTWARE



ACTIVISION, INC.
P.O. BOX 67713, LOS ANGELES, CA 90067

PRINTED IN USA

80459.226.US

© 2002 FromSoftware, Inc. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Lost Kingdoms is a trademark of Activision, Inc. and its affiliates. All rights reserved. Licensed by Nintendo. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo of America Inc. © 2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

**Place
Stamp
Here**

Activision, Inc.
Video Game Registration
P.O. Box 67713
Los Angeles, CA 90067-9546

Official Contest Rules - See other side of card for offer.

No purchase necessary. Open to residents of the US and Canada (excluding Quebec). Contest participants must be at least 18 years of age or have written permission of a parent or guardian. Void where prohibited. One entry per household per month. For official rules go to www.Activision.com or send a self-addressed stamped envelope to Activision's Monthly Sweepstakes, c/o Activision, 3100 Ocean Park Blvd., Santa Monica, CA 90405. Prize winners must sign an affidavit of eligibility and a liability/publicity release which must be returned within 48 hours of notification of prize. In the event of noncompliance with this time period, an alternate winner will be selected.

Lost Kingdoms™ for the Nintendo GameCube™

Please take a few moments to tell us about yourself. Return this card completely filled out so we can enter you in our monthly drawing for a **FREE autographed Tony Hawk professional skateboard!** (See other side of card for official contest rules.)

[illegible]

E-Mail Address

[illegible]

Last Name

[illegible]

First Name

[illegible]

Street

--	--	--	--	--	--	--

Apt. #

[illegible]

City

[illegible]

State or Province

--	--	--	--	--	--	--	--

Zip/Postal Code

[illegible]

Country

--	--	--	--	--	--	--	--	--	--

Phone

--	--	--	--

Birth Date

M ☐ F ☐

Player's Gender

--	--	--	--

Date of Purchase

Preferred Games: Check all that apply

- ☐
- Action
- ☐
- Adventure
- ☐
- Role-Playing
- ☐
- Sports
- ☐
- Driving/Racing
- ☐
- Fighting

Which game systems are in your home?

- ☐ PlayStation® game console ☐ PlayStation®2 computer entertainment system ☐ Game Boy® Color ☐ Game Boy® Advance
☐ Sega Dreamcast™ ☐ Nintendo® 64 game console ☐ Nintendo GameCube™ ☐ Xbox™ video game system

How many games do you own?

PlayStation® game console _____ PlayStation®2 computer entertainment system _____ Game Boy® Color _____ Game Boy® Advance _____
 Sega Dreamcast™ Nintendo® 64 game console Nintendo GameCube™ Xbox™ video game system

Where did you hear about Lost Kingdoms™ for the Nintendo GameCube™?

- ☐ Rental ☐ Store Shelf ☐ Friend ☐ Magazine Ad ☐ TV ☐ Game Review ☐ Demo ☐ Internet ☐ Web Site

May Activision offer this information to third parties?

- ☐ Yes ☐ No

UPC: 0-47875-80459-3

1 Player
2 Player
Simultaneous
Memory Card
Uses 2 Slots

EMBARK ON A QUEST
TO SAVE A KINGDOM.

LOST KINGDOMS

When a mysterious phenomenon threatens the Five Kingdoms of Argwyl, all hopes lie in the hands of one person—Princess Kaita. With the help of her Guardian Creatures, she must travel the continent to discover and destroy the root of the evil force.

Collect over 100 Guardian Creatures, summoning them to fight in real-time battles against hordes of enemies.

Immerse yourself in 20 hours of gameplay, taking an epic journey through magical, graphically-rich 3D realms to uncover the evil force that threatens the kingdom.

Make it a solo mission or go head-to-head with friends in Two-player Versus mode.

LOST KINGDOMS

ONLY
FOR



NINTENDO
GAMECUBE™

LOST KINGDOMS



ACTIVISION

activision.com

Activision, Inc.
P.O. Box 67713
Los Angeles, CA 90067

MADE IN U.S.A. DC-159-204-05

© 2002 InterSoftware, Inc. All rights reserved. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Lost Kingdoms is a trademark of Activision, Inc. and its affiliates. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association. Dolby and the Dolby-D symbol are trademarks of Dolby Laboratories. All other trademarks and trade names are the property of their respective owners.

LICENSED BY NINTENDO
Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo.

IMPORTANT!

READ THE INSTRUCTION BOOKLET THOROUGHLY
BEFORE SET UP OR USE OF YOUR SYSTEM.

FROM SOFTWARE

WARNING: PEOPLE WHO ARE PHOTOCSENSITIVE (HAVE HAD SEIZURES INDUCED BY FLASHING LIGHTS OR PATTERNS) SHOULD NOT PLAY VIDEO GAMES WITHOUT FIRST SEEING A DOCTOR.

FOR U.S. (U.S. IMPORT AND EXPORT ONLY)
CANADA, MEXICO AND LATIN AMERICA.



DOLBY DIGITAL

TEEN

Comic Mischief
Violence



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY.

ISBN 1-58416-414-X



00100

NINTENDO
GAMECUBE™



ACTIVISION

TEEN
T
CONTENT RATED BY
ESRB